

Attorney Docket No. 13625-003001  
Serial No.: 10/039,687  
Amendment dated March 17, 2004  
Reply to Office Action dated October 22, 2003

Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (currently amended). A gaming machine ~~graphics package, the graphics package including which includes~~ comprising:

a controller for controlling a game played on the gaming machine and a display for displaying images relating to the game and a game outcome;

a storage device for storing data relating to non-varying parts of an image, the non-varying parts of the image being independent of ~~an outcome of a~~ the game outcome ~~played on the gaming machine;~~

an image generating means for generating simulated three-dimensional additional parts of the image, the additional parts being dependent on the game outcome; and

a compositing means for merging the non-varying parts of the image and the additional parts of the image to provide to ~~the~~ a player a composite image relating to the game outcome.

2. (currently amended). The ~~graphics package gaming machine~~ of claim 1 in which non-varying parts of the image which

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are the same for all possible outcomes are pre-rendered and stored in the storage device.

3. (currently amended). The ~~graphics package gaming~~ machine of claim 2 in which the ~~simulated three dimensional non-varying parts of the image~~[[s]] are generated using 3D computer rendering software.

4. (currently amended). The ~~graphics package gaming~~ machine of claim 3 in which, from the game outcome, the relevant simulated three-dimensional parts of the image[[s]] are generated and mapped to appropriate locations in the non-varying parts of the image to be composited and displayed to the player as a composite image dependent on the game outcome.

5. (currently amended). The ~~graphics package gaming~~ machine of claim 2 in which the compositing means is a Z-buffer compositor.

6. (currently amended). The ~~graphics package gaming~~ machine of claim 5 in which the pre-rendered image is created with a Z-buffer depth value for each pixel in every scene of the image.

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7. (currently amended). The ~~graphics package gaming~~ machine of claim 6 in which Z-buffer data are loaded into a real time 3D video card for each frame of the image, the ~~additional 3D objects simulated additional, three-dimensional parts of the image~~ being generated in real time and being composited into the image using 3D techniques and using the Z-buffer data loaded with the image.

8. (currently amended). The ~~graphics package gaming~~ machine of claim 7 in which the simulated additional, three-dimensional parts of the image ~~3D objects~~ appear in the image according to their Z positions.

9. (presently withdrawn; currently amended). The ~~graphics package gaming machine~~ of claim 2 in which the compositing means employs an alpha channel.

10. (presently withdrawn; currently amended). The ~~graphics package gaming machine~~ of claim 9 in which the image is separated into ~~these parts~~ objects, including the non-varying parts of the image, which are pre-rendered and ~~these 3D objects, including at least certain portions of the simulated three-~~

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~~dimensional additional parts of the image,~~ that are drawn using  
real time 3D.

11. (presently withdrawn; currently amended). The  
~~graphics package gaming machine~~ of claim 10 in which, when an  
animation image is created, each pixel in a final output is  
output with additional information about alpha-channel values  
and a material value or object identification (ID).

12. (presently withdrawn; currently amended). The  
~~graphics package gaming machine~~ of claim 11 in which the  
material value or object ID is used to identify those pixels  
which are part of the pre-rendered image and those which will be  
generated in real time by a 3D engine.

13. (presently withdrawn; currently amended). The  
~~graphics package gaming machine~~ of claim 12 in which a post-  
processing stage in an output file modifies the image alpha  
channel to mask out or include the real-time 3D parts of the  
image.

14. (presently withdrawn; currently amended). The  
~~graphics package gaming machine~~ of claim 11 in which some pixels

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in the original image have an intermediate alpha value, better to merge the separate elements of the image together.

15. (presently withdrawn; currently amended). The ~~graphics package~~ gaming machine of claim 10 in which, when creating the image, the real-time parts of the image are generated using a pure white surface.

16. (presently withdrawn; currently amended). The ~~graphics package~~ gaming machine of claim 15 in which effects applied to this surface are also applied to the real-time generated pixels in the final output.

17. (currently amended). The ~~graphics package~~ gaming machine of claim ~~2-16~~ in which some ~~properties~~ other portions of the real-time 3D objects are pre-rendered and combined with the at least certain portions of the real-time 3D objects as the at least certain portions of the real-time 3D objects it is are being drawn on screen.

18. (currently amended). A method of presenting a game outcome of a game played on a gaming machine to a player, the method including the steps of

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controlling a game played on the gaming machine and  
displaying image relating to the game and a game outcome on a  
display of the gaming machine;

storing data relating to non-varying parts of ~~an~~ the image  
in a storage device, the non-varying parts of the image being  
independent of ~~an~~ the game outcome ~~of a game played on the~~  
~~gaming machine;~~

generating simulated three-dimensional additional parts of  
the image, the additional parts being dependent on the game  
outcome; and

compositing the non-varying parts and the additional parts  
of the image to provide a composite image relating to the game  
outcome to the player.

19. (currently amended). The method of claim 18 which  
includes rendering the simulated three-dimensional additional  
parts of the 3D image[[s]] in real time and compositing the[[m]]  
simulated three-dimensional additional parts of the image with  
the non-varying parts of the image[[s]] in real time.

20. (original). The method of claim 18 which includes,  
prior to displaying a game outcome and its associated images to  
the player, determining the game outcome.

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21. (currently amended). The method of claim 20 which includes, from the game outcome, generating the relevant simulated three-dimensional parts of the image[[s]] and mapping the[[m]] simulated three-dimensional parts of the image to appropriate locations in the non-varying parts of the image to be composited and displayed to the player as a composite image dependent on the game outcome.

22. (original). The method of claim 18 which includes using Z-buffer compositing.

23. (original). The method of claim 22 which includes creating a pre-rendered image with a Z-buffer depth value for each pixel in every scene of the image.

24. (original). The method of claim 23 which includes loading the Z-buffer data into a real time 3D video card for each frame of the image.

25. (currently amended). The method of claim 24 which includes compositing the simulated three-dimensional additional

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parts of the image ~~additional 3D objects~~ into the image using 3D techniques and using the Z-buffer data loaded with the image.

26. (withdrawn). The method of claim 18 which includes creating an alpha channel as a compositing technique.

27. (presently withdrawn; currently amended). The method of claim 26 which includes separating the image into objects, including the non-varying parts of the image, which are pre-rendered and 3D objects, including at least certain portions of the simulated three-dimensional additional parts of the image, that are drawn using real time 3D ~~into those parts which are pre-rendered and those that are drawn using real time 3D.~~

28. (withdrawn). The method of claim 27 which includes outputting each pixel in a final output with additional information about alpha-channel values and a material value or object identification (ID).

29. (withdrawn). The method of claim 28 which includes using the material value or object ID to identify those pixels which are part of the pre-rendered image and those which will be generated in real time by a 3D engine.



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30. (withdrawn). The method of claim 29 which includes using a post-processing stage in an output file to modify the image alpha channel to mask out or include the real-time 3D parts of the image.

31. (currently amended). The method of claim ~~18~~ 30 which includes pre-rendering some other portions of the real-time 3D objects and combining the other portions of the real-time 3D objects with the at least certain portions of the real-time 3D objects as the at least certain portions of the real-time 3D objects are being drawn on screen. ~~properties of the real time 3D parts of the image and combining them with the 3D parts of the image as the image is being drawn on screen.~~